SNS-EI-USA

Instruction Manual

CAPCOM

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CAPCOM

SUPER NINTENDO ENTERTAINMENT SYSTEM

King of Dragons

A SPECIAL MESSAGE FROM CAPCOM

Thank you for selecting King of Dragons, the latest addition to CAPCOM's library action titles for the Super Nintendo Entertainment System. Following such hits as Final Fight 2, King of Dragons continues the CAPCOM's tradition of action-packed arcade titles.

King of Dragons features colorful state-of-the-art high resolution graphics and stereo sound. We at CAPCOM are proud to bring you this exciting new addition to your video game library.

Joseph Morici

Joseph Morici
Senior Vice President

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

CAPCOM

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Nintendo

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THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

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Safety Precautions

Follow these suggestions to keep your King of Dragons Game Pak in perfect operating condition.

1. DO NOT subject your Game Pak to extreme temperatures, either hot or cold. Always store it at room temperature.

2. DO NOT touch the terminal connectors on your Game Pak. Keep it clean and dust-free by always storing it in its protective plastic sleeve.

3. DO NOT try to disassemble your Game Pak.

4. DO NOT let your Game Pak come in contact with thinners, solvents, benzene, alcohol, or any other strong cleaning agents that can damage it.

Getting Started

1 Insert your King of Dragons Game Pak into your Super Nintendo Entertainment System and turn the power ON.

2. When the title screen appears, you will see the following choices:

1P GAME	A one player game
2P GAME	A two player game
OPTION MODE	Allows you to changes button and difficulty settings.

Use the control pad to highlight the a 1P GAME or 2P GAME and press the START button.

(For an full explanation of the OPTION MODE , please read the"Using the Options Mode" section of this manual.)

3. When the next screen appears, push left of right on your control pad to select you character. Once you have chosen the character you wish to use, press the B button to start the game.

4. To end your adventure at any time, simply turn your Super Nintendo Entertainment System OFF and remove your Game Pak.

NOTE: During the game, a black bar will appear above and below the game screen. This is normal.

The Legend Of The Gildiss

For over a hundred years he had descended like a vulture on the land of Malus and left nothing behind but a scorched ruin where the creatures of darkness could reign. After much pleading by the farmers and townspeople, the armies of Malus were gathered and sent to do battle with the mighty red dragon know as Gildiss. Not a single man returned.

In desperation, the King sought guidance from his wizard, Guindon. Guindon told the king that he could cast a spell that would put Gildiss to sleep for one year, but if and when Gildiss awoke from his slumber, he would be even more powerful. Looking out over the suffering that had befallen his kingdom, the King decided his people could take no more. And so he commanded Guindon to put Gildiss to sleep.

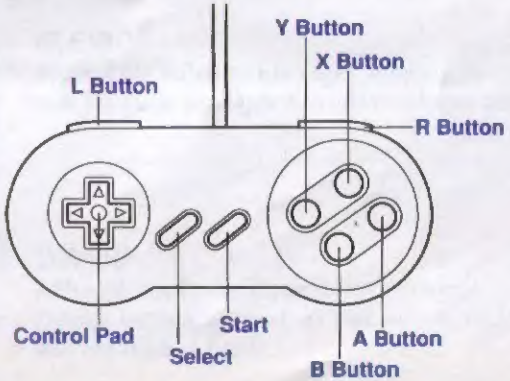
Now the year has almost come to an end and darkness has once again befallen the kingdom of Malus. In the last year, the King sent forth hundreds of knights to find and destroy Gildiss as he sleeps. None have been heard from again.

Now as the creatures of darkness stand ready to plunge the land of Malus into the abyss, a new band of adventures plans to set forth before Gildiss awakens.

Controlling Your Character

To move your character left, right or up or down	Press the control pad LEFT RIGHT, UP or DOWN.
To use your weapon	Press the Y button.
To make your character jump	Press the B button.
To summon magic	Press the X button. (Decreases your health.)
To raise your shield manually	Press the A button. (Must be set in Option Mode)
To pause the game	Press the START button.

NOTE: The buttons used for certain actions can be changed by using the OPTION MODE screen.



The Battle Rages On

On the battle screen, the adventurers must fight their way through many lands filled with bands of orcs, goblins and skeletons. When they become victorious in battle over one of these fearsome foes, they will gain experience points. Gain enough experience points and items will appear which will increase the power level of their weapon or magic. Fight hard and be brave for only the strong shall survive!

Experience Level

Health Power

Players Remaining

Weapon Power

Magic Power

Heroes!

ELF

Ever nimble he can often pick-off enemies at a distance with his bow. But in close combat, he is of little use.

WIZARD

Although slow and dependent solely on his magic, the wizards vast experience is his greatest weapon.

FIGHTER

Leaving magic to the wizards, his sword is his greatest ally and he prefers to let it do his talking.

CLERIC

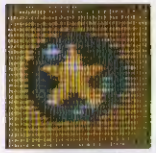
Against his beliefs to use edged weapons, he instead uses his great intelligence to advance levels quickly.

DWARF

Although small, the Dwarf is 100% muscle. Despite his lack of speed, he still loves to wade into the thick of battle.

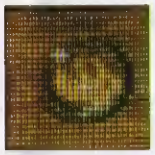
Magic Orbs

The King's wizard, Guidon has scattered the land with dozens of magic orbs. Enclosed in these orbs is great magic which can be unleashed by cracking them open with a mighty blow from a sword.



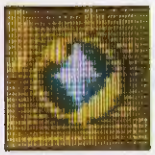
Meteor
Rains down meteors on your enemies.

Thunder Bolt
Thunderbolts strike your enemies.



Fire Wall
Burns your enemies with a searing flame.

Frog
Turns your enemies into frogs.

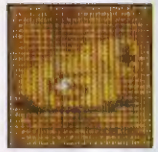


Jewelry
Turns your enemies into jewelry.

Mystical Items

Many mystical items can be found hidden in barrels or jars along the way. Pick them up to keep up your strength and aid you in your quest.

Fruit
Increases your health a little.



Gold
Gather bags of gold to increase your experience point total and work toward higher levels.

Jewels
Gather pecious jewels to increase your experience point total and work toward higher levels.

Yashichi
Gives 1 extra continue.

Survival Tactics

1. Don't summon magic too much. Each time you do, you'll loose part of your health bar.

2. Use the wizard to crack open the magic orbs, he uses magic more effectively.

3. Search for hidden barrels behind pillars and other objects

4. When playing a two player game, try and pick two characters who will fight well together, such as the fighter and the elf.

Using The Options Mode

When the title screen appears, push the control pad up or down to move the marker next to OPTION MODE and press the START button. When the next screen appears, push the control pad up or down to highlight the option you wish to change.

GAME LEVEL This option determines how hard the game is. There are 3 different settings, EASY, NORMAL and HARD..

Press the control pad left or right until you find the difficulty settings you wish to use.

ATTACK BUTTON This option allows you to change the button used to swing your weapon.

Press the control pad left or right until you find the button you wish to use.

JUMP BUTTON This option allows you to change the button used to make your character jump.

Press the control pad left or right until you find the button you wish to use.

Using The Options Mode, cont.

EXTRA JOY

This option allows you to select which button will summon magic.

Push the control pad left or right to highlight the button you wish to use.

MANUAL SHIELD

This option allows you to turn OFF or ON the manual shield option. When ON, you must raise and lower your shield by pressing a button on the control pad.

Press the control pad left or right until you find the difficulty settings you wish to use.

STEREO

This setting allows you to select stereo or monaural sound.

Press the control pad left or right until you find the settings you wish to use.

After you have made your changes, press START to return to the main screen.

Warranty

CAPCOM U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Capcom will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Capcom Consumer Service Department of the problem requiring warranty service by calling (408)727-0400. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time. Monday through Friday.
3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM U.S.A., Inc.
Consumer Service Department
475 Oakmead Parkway
Sunnyvale, California 94086

This warranty shall not apply if the Pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted previously. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the Defective PAK and return the defective PAK freight prepaid to Capcom, enclosing a check or money order for $15.00 payable to CAPCOM U.S.A., Inc. Capcom will at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $15.00 payment refunded.

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